

**EPISODE OUTLINE - HALLOWEEN SHOW (Episode 21)**

**Principal Characters:**

Stacy  
Schemer  
Mr. Conductor  
Billy Twofeather  
Dan  
Kara  
Vickie

**Supporting Characters:**

Matt  
Tanya  
Midge Smoot  
Barton Winslow

**Extras:**

3 Children in  
Halloween  
costumes

**SOCIAL THEME:** Facing and dealing with personal fears and dares.

**STATION EVENT:** Halloween Party, introducing new characters.

**THOMAS EPISODES:** "Ghost Train," and "Thomas, Percy and the Dragon."

**PUPPET SONG:** "Midnight Special"

**ACQUIRED FOOTAGE:** "Curtain Up"

**PICTURE MACHINE SONG:** dealing with being afraid

**CREATIVE PLAY:** Halloween costumes and party decorations (see attached for possible options).

**BILLY STORY:** Story of Flute. *what about?*

**RESOLUTION:** Dan learns not to be afraid of showing his fear, and in the process learns to stand up for himself by not having to prove he is fearless by accepting every dare that comes his way.

**STORY OUTLINE:** (Possible Opening One): The episode opens with a brief voice over of Matt and Tanya writing a letter to their respective cousins, Dan and Kara, describing Shining Time Station, the returning characters (Stacy, Schemer, Mr. Conductor), the departing character (Harry) and his replacement (Billy Twofeather). Dissolve to station, where Matt and Tanya, Dan, Kara, and Stacy are gathered around the ticket booth. Establish that Dan and Kara are already somewhat familiar with the station (they know Stacy, Schemer, Mr. Conductor and Billy); that it's Halloween day, and that all the characters are engaged in making and arranging decorations for trick-or-treaters. Kara and Dan give reasons for why they want to stay around the station. Dan because he wants to help out Stacy: Kara because she wants to be an engineer like her grandfather, Harry.

*how describe  
episode story  
state  
purpose  
for new  
Kids  
make  
transition  
continuous*

*relationships  
to Stacy*

The kids discuss their costumes. Dan hasn't decided on his costume yet, tries out different ideas, but can't seem to get the other kids interested. While Matt, Tanya and Kara are all talking about their costumes and plans for Halloween, Dan begins to feel left out. Matt, Tanya and Kara all leave to work on their costumes.

(Possible Opening Two): Dissolve up on Stacy alone at her desk. When she looks up a scary goblin is facing her, and she lets out a startled scream. Next a witch pops up, and Stacy thinks it's Matt and Tanya, but Matt says, "I'm over here," and Stacy turns to see a ghost behind her. She asks which one is Tanya, and the Goblin turns out to be her. Tanya introduces her cousin Kara (the witch) and explains that Kara wants to be an engineer like their grandfather Harry. Tanya says she's told Kara all about Mr. Conductor and Shining Time Station.

- wears  
overalls!  
with tools,  
buttons, a miscell

Billy Twofeather walks past to his office, and Stacy explains who he is. She asks Matt if he's seen his cousin Dan, and Matt tells her he hasn't. He mentions that Dan still hasn't found a costume yet. The kids leave to work on their costumes.

interesting  
things in  
pockets

Dan enters. Stacy tells him the others have just left. He wasn't able to find a costume he liked at the General Store. Stacy encourages him to be creative and they try out a few ideas together. She enlists his help putting up some Halloween decorations.

give more direction  
better —  
brainstorm  
think of  
a variety of  
possibilities  
sit back & think

(NOTE: These two possible openings are not mutually exclusive, and could be combined)

use both

Dan peeks into Billy's office and is both intrigued and frightened by the sight of Billy putting a flute carved as an animal into his desk drawer. It's not immediately apparent what the mysterious looking flute really is. Billy locks the drawer, and puts the key on a wall hook behind the desk.

use the  
same  
animal  
as the  
Halloween  
costume —

Schemer enters with a load of rotting pumpkins. He intends to sell them, and begins spray painting over any rotten sections on the pumpkins. Stacy confronts him about selling rotten merchandise, saying it isn't in the spirit of Halloween. When Schemer asks her what the spirit of Halloween is supposed to be, she does something to scare him. That's the spirit of Halloween!

this idea with  
the aggressor

disappears  
tiny being  
someone else

Puppet commentary on their plans for Halloween.

I thought it is to trick others by selling rotten pumpkins & to scare little kids & laugh at how they are scared.  
- rock star  
- country singer  
- cowboy  
Dissolve up as an  
alternative kind of musician

Kara returns with her witch costume, which she begins working on. She tells Dan about things that scare her, but Dan won't admit to being scared of anything. Trying to change the subject, Dan wonders what's inside the picture machine. They put in a nickel and see George Pal material, "Curtain Up".

Eyes wide.  
am not afraid  
of anything —  
but I feel  
like doing  
something  
else now

Show that  
they think  
things  
are scary  
squashing  
put tape  
over it  
they brown-  
paint

Use  
pumpkins  
for picture  
commentary  
help other  
plants grow  
from  
Bill's



Mr. Conductor makes a startling entrance: a big rubber spider drops down from the edge of the ticket booth, and Mr. Conductor appears sitting on the spiders back, holding the string that connects it to the ticket booth. Mr. Conductor is in a Halloween costume. In her witch costume, and with his back to him, Mr. Conductor thinks Dan and Kara are Matt and Tanya. When he sees they aren't, he is momentarily frightened. But when he realizes they know him, and once they identify themselves, he's not frightened of them. Mr. Conductor explains he's trick-or-treating around the world, and has just come from France where it is already dark. (Throughout the show, Mr. Conductor will appear in different costumes as he follows the sunset to different countries.)

?? which countries do celebrate Halloween?  
- how does he travel?  
- what does he wear?

This leads into a TTE story: "The Ghost Train."

Mr. Conductor vanishes to go trick-or-treating in another land. Dan claims the TTE story didn't frighten him. Kara dares him to prove he's not afraid by having him play some innocent trick on Stacy, which he does.

??

\*

Midge Smoot enters. Schemer tries to sell her a pumpkin, which she refuses. Midge instead goes to Stacy and tries to pry some gossip out of her.

Now Kara puts Dan up to another dare: to take the plastic banana off Midge Smoot's fruit laden hat. Dan reluctantly does take the banana and hides it in Schemer's pumpkins.

A scene needed here to establish Billy's relationship with Mr. Conductor. This is basically a lighthearted relationship, where Mr. Conductor is always trying to surprise the stoic, unflappable Billy, by making sudden and strange appearances or sneaking up on him. Billy would refer to him as a "trickster, like the Coyote." Of all the figures in Native American Lore, Coyote is the most widely known.

dress up like coyote?

After Mr. Conductor fails to startle Billy, he disappears. Billy looks around, and a broad smile crosses his face.

- needs to explore why?  
- working relationship with audience?

Barton Winslow roars across the back platform on his motorcycle. He marches into the station, introduces himself to Schemer, and explains why he is there: the rotten pumpkins are from his store--each one has a stamp on them--but he had thrown them out. Now people buying the pumpkins from Schemer are complaining to Barton. Grumbling, Schemer agrees to stop selling them and begins loading the pumpkins back into boxes.

unlike Schemer

Midge discovers her banana is missing. At that moment Schemer finds the banana among his pumpkins, and to Midge's horror he is about to take a bite out of it. Midge races over, grabs the

banana out of Schemer's hand, and accuses him of taking it.

Schemer claims the kids were behind the missing banana. Stacy defends the kids, making Dan feel even worse. In fact, he is about to tell Stacy that it was his fault, but at the last second he holds back. Schemer exits.

Mr. Conductor materializes on the picture machine and waves Dan over. He drops the nickel in and Dan sees a music video dealing with being afraid. After video he confesses that he's fearful that people won't like him if he admits to being afraid. Mr. Conductor admits that even he's afraid sometimes -- he was afraid of Dan and Kara until he got to know them. Dan can't believe that anyone - especially Mr. Conductor would be afraid of him.

\*

It's night and kids are coming to the station trick-or-treating. Matt and Tanya arrive with Vickie. Vickie is looking for Mr. Conductor, who<sup>m</sup> she met as a "doll" in the Holiday Special. As she searches the station, Mr. Conductor appears in her bag of candy and helps himself to some. The other kids see him, but he motions them not to say anything. Then he magically fills her bag with candy and vanishes. Vickie is overjoyed and promises to return.

Kara lets the other kids in on Dan's claim of never being afraid. They challenge him to one last dare: to sneak into Billy's office, take the key from the wall, and open his desk drawer.

They wait outside and watch while Dan creeps around the empty office, but when Billy enters the station the other kids run off. Meanwhile, in the office, Dan takes down the key and goes to the drawer--then has second thoughts and goes to put the key back. At that moment Billy enters.

Dan reveals why he is there, and Billy opens the drawer to show Dan that is filled with personal items, including the flute (see attached), which help to establish his character. Dan sees there is nothing to be frightened of. Billy notices that Dan doesn't have a costume, and the two of them decide to make one for him.

Schemer now returns to get the last of his pumpkins. The station is empty, and he puts some money in the jukebox for a song. But the puppets are so busy comparing what they're gotten from trick-or-treating, that they ignore Schemer's nickel. Schemer bangs on the jukebox and a carved pumpkin rolls off and falls on his head. He stumbles and his foot lands in another pumpkin. He staggers out. At that point the puppets begin to play. ??



PUPPET SONG: "Midnight Special".

Matt, Tanya and Kara return to the station. Dan comes out of Billy's office in a scary costume, and they start to run away--until he identifies himself. They try to dare him into something once again, but this time he refuses.

— am around  
beat?

Mr. Conductor appears and tells the second TTE story: "Thomas, Percy and the Dragon".

After story Vickie enters, and Mr. Conductor vanishes. They then hear a thumping noise and Schemer enters from the platform, with the pumpkin still on his head. All the kids run out screaming.

Schemer finally yanks the pumpkin off and sets it on the floor. When he looks back at the pumpkin it's lit up. Now he's the one who is frightened, and he runs out of the station.

Mr. Conductor comes out from behind the pumpkin and tips his hat in our direction.

1. HALLOWEEN SHOW - There are a number of creative play activities to do in this show. Here are some suggestions:

Costumes:

- Firefighter - kids could just wear raincoat and galoshes. Make aluminum foil badge and tape to raincoat, make a paper hat and tape a "#1" onto the front.

*No - stop traditional*  
- Superhero - the kids could make the belt part with aluminum foil folded around waist, they can make an emblem with foil or paper and tape to shirt, make wrist cuffs with foil or paper. The cape can be a towel pinned or tied.

- Deck of cards - take two large pieces of cardboard, paint with red or black one of the cards (ie 2 of hearts, 5 of clubs) make the same design on both pieces of card board, attach the boards together with string, make a sandwich board type of construction.

The possibilities go on, the kids can be pirates, bunny rabbits, prince/princesses etc.

Party Decorations:

- Since Halloween is in the Fall the kids could trace and cut oak or maple leaves and decorate the Station with them. *good*

Maybe Billy tells them about trees and why they can't just pick the leaves off the trees, they must use the ones that have fallen to the ground etc.

- Since Mr. C. falls into a "trick or treat" bag, one of the activities could be decorating the "trick or treat" bags.

- The kids can make paper chains from loops of paper.

- They can make paper pumpkin faces and color them to put around the station - Or better yet they can draw faces on the pumpkins that will be there - that Schemer eventually steps into.

Games:

I also thought that since this was the show where the kids meet each other, they should play some GAMES together to get to know each other. The kids could argue with each other. Also perhaps one of the things that Dan is scared of is putting his face in the water for "Bobbing for Apples".

Some theme games are:

- Bobbing for apples.

- Charades - this can be simplified down to animal charades, sports charades etc. *good*

*Dumbo  
elephant & flies  
team parade*

# The Roving Gambler

127

Musical notation for the first two lines of the song. The first line starts with a G chord and the second line with a C chord. The melody is written on a treble clef staff with a key signature of one sharp (F#).

I'm a roving gambler, Gambled all around,  
 ev - er I meet with a deck of cards, I lay my money down.

Gambled down in Washington, and I've gambled over in Spain;  
 And I'm goin' down to Georgia, to gamble my last game.

Hadn't been in Washington for many more days than three,  
 When I fell in love with a pretty little girl, and she fell in love with me.

She took me in her parlor, she cooled me with her fan,  
 She whispered low in her mother's ears, "I love that gambling man."

"Daughter, O dear daughter, how could you treat me so,  
 To leave your dear old mother, and with a gambler go."

"Wouldn't marry a railroad man and I'll tell you the reason why;  
 I've never seen a railroad man, that wouldn't tell his wife a lie."

"Wouldn't marry a farmer, he's always in the rain;  
 The man I want to marry, wears a great, big, gold watchchain."

See the train a-comin', she's comin' 'round the curve,  
 A-whistlin' and a-blowin', and a-strainin' ev'ry nerve."

"Mother, O dear mother, I'll tell you if I can;  
 If you ever see me comin' back, I'll be with the gambling man."

# The Midnight Special

Musical notation for the first two lines of the song. The first line starts with a G chord and the second line with a D7 chord. The melody is written on a treble clef staff with a key signature of one sharp (F#).

Well you wake up in the morn - ing, \_\_\_\_\_ Hear the ding - dong  
 ring, \_\_\_\_\_ You go march - ing to the ta - ble, \_\_\_\_\_ See the same damn'



Well, it's on - a one ta - ble, Knife and fork and a

And if you say an - y - thing a - bout it,

*Chorus*  
You're in trou - ble with the man. Let the Mid - night Spe - cial

shine her light on me, Let the Mid - night

Spe - cial shine her ev - er - lov - in' light on me.

If you ever go to Houston, you'd better walk right,  
 And you better not stagger, and you better not fight.  
 'Cause the sheriff will arrest you and he'll carry you down,  
 And you can bet your bottom dollar you're Sugarland bound.

Yonder comes Miss Rosie, tell me how do you know?  
 I know her by her apron and the dress she wore.  
 Umbrella on her shoulder, piece of paper in her hand,  
 Well, I heard her tell the captain, "I want my man."

Lord, Thelma said she loved me, but I believe she told a lie,  
 'Cause she hasn't been to see me since last July.  
 She brought me little coffee, she brought me little tea.  
 She brought me nearly everything but the jail house key.

Well, the biscuits on the table, just as hard as any rock,  
 If you try to eat them, break a convict's heart.  
 My sister wrote a letter, my mother wrote a card,  
 "If you want to come to see us, you'll have to ride the rods."

I'm goin' away to leave you, and my time it ain't long.  
 The man is gonna call me, and I'm goin' home.  
 Then I'll be done all my grievin', whoopin', hollerin' and a-cryin';  
 Then I'll be done all my studyin' 'bout my great long time.



SHINING TIME STATION

HALLOWEEN

BY

ELLIS WEINER

FIRST DRAFT  
JUNE 12, 1991

SCENE 1  
(MAINSET)

(FADE IN)

(DAY- STACY, SCHEMER, BILLY, MIDGE  
ARE BUSTLING TO AND FRO. BUT WE  
HEAR ONLY MATT AND TANYA VOICEOVERS:)

TANYA: (VO)

"Dear Cousin Kara, I  
can't wait 'til you get  
here! Shining Time  
Station ~~is~~ busier than  
ever--"

(CAMERA MOVES IN THROUGH THE  
BUSTLING GROWNUPS--)

MATT (VO)

"Dear Dan, guess what!"

(TO DISCOVER -- MATT AND TANYA  
SEATED NEAR SWITCH HOUSE, WRITING  
LETTERS.)

MATT: (VO)

"Harry was transferred to  
(TK). So the station has  
a new maintenance  
engineer."

(ANGLE ON THE MURAL - BILLY LEANS  
AGAINST THE WALL)

TANYA: (VO)

His name is Billy  
TwoFeathers--"

(--SIGNALS "OK" TO SOMEONE--)

TANYA: (CONTD/VO)

"--is a Native American  
Indian."

(--AND WALKS OUT OF FRAME,  
REVEALING THE INDIAN IN THE MURAL.  
SUDDENLY SCHEMER CROSSES IN FRONT  
OF IT--)



SCENE 1 (CONTD)

MATT (VO)

"But Schemer is still  
Schemer-- you know what  
that means--"

(--PATS THE KIDS ON THE HEAD. BOTH  
KIDS LOOKS UP AT HIM, AND GIVE A  
POLITE SMILE. SCHEMER SIGNALS  
STACY, CROSSING IN FRONT, AND  
LEAVES TO SPEAK TO HER, THE KIDS  
RESUME WRITING)

MATT: (VO)

"--and Aunt Stacy is  
fine.

(STACY REPLIES TO SCHEMER AND MOVES  
OFF, AS DOES HE.)

MATT: (CONTD/VO)

"And so is--"

TANYA: (VO)

"--know you can't wait to  
see--"

(BOTH LOOK UP TO THE SWITCH HOUSE,  
BUT SEE-)

(ANGLE ON: SWITCH HOUSE --  
NO ONE)

(RESUME: THE KIDS SHRUG, CONTINUE  
WRITING)

MATT: (VO)

"--Mr. Conductor."

TANYA: (VO)

"--Mr. Conductor."

(THE LETTERS DISAPPEAR. KIDS LOOK  
UP, STARTLED, AND SEE-- MR.  
CONDUCTOR, ABOVE THEM AT THE SWITCH  
HOUSE, TIPPING HIS HAT. THEY WAVE  
BACK. THE LETTERS REAPPEAR. THE  
KIDS SIGN THEM.)

SCENE 1 (CONTD)

TANYA: (VO)

"See you soon. Love  
Tanya."

MATT: (VO)

"--when you get here.  
your cousin, Matt."

(THEY LOOK UP AT MR. C -- AND TWO  
ENVELOPES SUDDENLY APPEAR. MR. C  
BOWS GRANDLY.)

(CUT TO: STACY DESK)

(STACY IS DOING PAPERWORK, SINGING  
TO HERSELF A LA JOHNNY CASH.)

STACY:

"I hear that train a'  
comin/ Comin; round the  
bend/ But--"

(GLANCES UP)

OHH!

(SHE SCREAMS AT A SCARY GOBLIN, WHO  
STANDS THERE MOTIONLESS, STARING AT  
HER. SHE STRUGGLES TO COLLECT  
HERSELF, CALMS DOWN, SMILES,  
TURNS--AND JUMPS AT THE SIGHT OF A  
WITCH IN FULL REGALIA, STANDING AND  
STARING. STACY COLLECTS HERSELF  
--MAYBE SHE EXAGGERATED HER FRIGHT A  
LITTLE-, AND SMILES.)

STACY:

(VERY KNOWINGLY)

Okay, Tanya.

(TO GOBLIN)

Hello, Matt.

MATT: (OS)

Over here Aunt Stacy.



SCENE 1 (CONTD)

(SHE TURNS AND LOOKS BEHIND HER,  
AND SEES-- A GHOST STANDING THERE.  
CONFUSED. SHE SPINS BACK TO REGARD  
THE GOBLIN AND WITCH.)

STACY:

At least one of you has  
to be Tanya. Or is it  
both--

(THE GOBLIN REMOVES HER MASK--IT'S  
TANYA.)

TANYA:

Ta-daa!

STACY:

(TO KARA)

Are you ta-daa too?

(THE WITCH REMOVES HER MASK: IT'S  
KARA.)

KARA:

I'm Kara Cupper. And  
you're Stacy Jones.

STACY:

Manager of Shining Time  
Station, at your service.

(MATT JOINS THEM UNDER--)

TANYA:

Kara wants to be an  
engineer like our Grandpa  
Harry.

KARA:

I know all about this  
place.

(BEAT; CONFIDENTIAL)

Tanya even told me about  
Mr. Conductor!

SCENE 1 (CONTD)

(ANGLE ON: MAINSET. BILLY WALKS BY  
TO HIS OFFICE, GOES IN.)

KARA: (CONTD)

(WHISPERS TO STACY)

That's Billy TwoFeathers.

STACY:

You're kidding!

(SHE AND TANYA TRADE A SMILE)

STACY: (CONTD)

But we're one ghost  
short. Matt, have you  
seen Dan?

MATT:

He's not back yet, Aunt  
Stacy.

STACY:

Well if he's going trick  
or treating tonight, he'd  
better get his costume  
together. Are yours  
finished?

(ALL THREE SHAKE THEIR HEADS NO.  
STACY POINTS TO PLATFORM.)

STACY: (CONTD)

Go!

(THE KIDS HUSTLE OUT TO PLATFORM  
AND EXIT TURNING RIGHT. STACY JOTS  
DOWN A FEW THINGS JUST AS--)

(ANGLE ON PLATFORM ENTRANCE - DAN  
ENTERS FROM LEFT SIDE, GLUM.-)

STACY:

Oh, Dan. You just missed  
the others. How's your  
costume?



SCENE 1 (CONTD)

DAN:

I don't know, Aunt Stacy.  
The general store didn't  
have anything good.

STACY:

Wonderful!

(OFF HIS LOOK)

That means you have a  
chance to make your own  
costume. And that's  
always better.

*eliminate*

(SHE TAKES HIM TO REAR BENCH, WHERE  
DECORATIONS ARE PILED UP.)

STACY: (CONTD)

Let's see..

(RE: ORANGE CREPE PAPER)

What can we do with this?

(DAN TAKES IT, WRAPS IT AROUND HIS  
HEAD AND EYES.)

DAN:

An orange mummy!

STACY:

You might want to be able  
to see where you're  
going, though..

(SHE HOLDS UP A CARDBOARD JACK-O-  
LANTERN IN FRONT OF HIS FACE)

STACY: (CONTD)

Mister Pumpkin Head? No,  
same problem.

(DAN TAKES TWO PIECES OF BLACK  
CREPE PAPER AND HOLDS THEM UP TO  
HIS CHEST IN A "X", LIKE A  
BANDALIERO.)

SCENE 1 (CONTD)

DAN:

X-man!

(THEY LOOK AT EACH OTHER, SHADE  
THEIR HEADS, AND LAUGH.)

STACY:

We'll keep trying.  
Meanwhile--

*thinking about it  
in the back of  
your mind*

(HANDS HIM TAPE)

How'd you like to help me  
put some of this stuff up  
around the station?

DAN:

Okay.

(HE TAKES SOME OF THE CARDBOARD  
FIGURES AND TAPE AND WALKS OFF. SHE  
SMILES AFTER HIM)

(ANGLE ON WORKSHOP ENTRANCE - DAN  
IS TAPING A SKELETON TO THE WALL  
NEAR THE OPEN DOOR. HE HEARS  
SOMETHING, AND CAUTIOUSLY PEEKS  
INSIDE THE WORKSHOP...)

(POV DAN - IN THE WORKSHOP. BILLY  
SITS ADMIRING A CARVED FLUTE. THEN  
HE PUTS THE FLUTE INTO A DRAWER IN  
HIS DESK, LICKS IT, AND HANGS THE  
KEY ON A HOOK BEHIND THE DESK. AS  
HE TURNS TO DOORWAY--

(RESUME: DAN QUICKLY WITHDRAWS.  
HE'S A LITTLE SHAKEN. SUDDENLY HE  
HEARS. ENTERING FROM THE  
PLATFORM...)

SCHEMER: (OS)

(SINGING)

"Oh what a beau-ti-ful  
pummmmp-kin, Oh what a  
beautiful Squash--"



SCENE 1 (CONTD)

(SCHEMER ENTERS WITH LOAD OF  
ROTTING PUMPKINS -IN BOX,  
WHEELBARROW-. AND A CAN OF ORANGE  
SPRAY PAINT. HE SETS UP AND BEGINS  
PICKING UP THE PUMPKINS, EXAMINING  
THEM, AND SPRAY-PAINTING OVER AND  
BLEMISHES OR ROTTED SPOTS. UNDER--)

SCHEMER: (CONTD)

"I've go a beautiful  
biz-ness--"

(TO HIMSELF)

Hm. Need a rhyme for  
"squash".. "Come buy my  
pumpkins/oh gosh."

(AS HE SPRAYS, STACY GOES UP TO  
HIM.)

STACY:

Schemer? What do you call  
this?

SCHEMER:

Free enterprise, Miss  
Jones. Perhaps you've  
heard of it?

STACY:

These pumpkins are  
rotten!

SCHEMER:

Only technically.

(DAN WANDERS OVER AND WATCHES AS  
SCHEMER FINISHES SPRAYING ONE.)

SCHEMER: (CONT)

There. Doesn't that look  
perfect?

SCENE 1 (CONTD)

STACY:

Well..as long as you're  
going to use them for  
decorations...

SCHEMER:

(LAUGHS)

Stacy Jones, you slay me.  
Decorations? Why yes. I'm  
going to use them for  
decorations. I'm going to  
use them to decorate my  
wallet! On the inside!  
With MONEY!

(HE SEES DAN WATCHING SILENTLY, AND  
HOLDS OUT THE PUMPKIN TO HIM.)

SCHEMER:

Five bucks. Look how  
orange.

(DAN SHAKES HIS HEAD NO. SCHEMER  
THINKS, THEN SPRAYS A BIT MORE.)

SCHEMER: (CONTD)

Three fifty.

(DAN SHAKES HEAD NO AGAIN AND STACY  
COMES BETWEEN HIM AND SCHEMER.)

SCHEMER: (CONTD)

Who's the tightwad?

STACY:

Schemer, this is my  
nephew, Dan Jones. Dan  
this is Schemer.

DAN:

You're the guy who likes  
money, right?

SCENE 1 (CONTD)

SCHEMER:

Wrong, kid. I'm the guy  
who LOVES money. I adore  
Money.

(SPRAYS, HOLDS IT OUT)

Two fifty, rock bottom.

STACY:

Schemer, trying to pass  
off rotten pumpkins as  
fresh is dishonest and  
illegal. And it's against  
the spirit of Halloween.

SCHEMER:

It's a disguise! I'm  
spraying a costume on the  
pumpkin.

(TO DAN)

A buck. And you're  
killing me.

(DAN SHAKES HEAD NO. SCHEMER LOOKS  
MIFFED, TURNS TO STACY.)

SCHEMER: (CONTD)

Besides, Miss Jones, I  
know all about the so-  
called spirit of  
Halloween. It means  
fooling people to sell  
merchandise. And getting  
free candy!

(STACY LOOKS TERRIBLY SORRY FOR  
HIM, SHAKES HER HEAD, WHISPERS.)

STACY:

You poor man. You really  
don't know any better, do  
you?

SCHEMER:

Yes. I mean, no...



SCENE 1 (CONTD)

STACY:

(VERY SOFTLY)

I'll try to explain it to  
you...

(SHE COMES CLOSE TO HIM)

STACY: (CONTD)

BOO!

SCHEMER:

YAH!

(HE DROPS THE PUMPKIN ON HIS FEET)

STACY:

That's the spirit of  
Halloween.

(SCHEMER GRUMBLES AS HE BENDS DOWN  
TO CLEAN UP HIS SHOES AS--DAN  
LAUGHS)

SCENE 2

(INT: JUKEBOX)

(THE PUPPETS ARE TAKING FIVE)

DIDI:

What I like about  
Halloween is, you get to  
be somebody else.

TEX:

Yep. Couple years ago I  
dressed up and pretended  
I was Rex.

REX:

And I pretended I was  
Tex.

DIDI:

Guys, like..why bother?

TITO:

We should play each  
other's music. Like a  
musical kind of costume.  
Didi, you do some jazz,  
and Boys, you all play  
some rock and roll.

REX:

'zat mean you're gonna  
play country-western,  
Tito?

(BEAT. THE BOY BROTHERS LOOK AT  
EACH OTHER.)

TEX:

(SHUDDERS)

Ooh, that's <sup>thought</sup> a scary, Rex.

REX:

Plumb terifyin', Tex.

SCENE 3  
(MAINSET)

(DAN IS HANGING MORE DECORATIONS.  
KARA ENTERS WITH HER WITCH COSTUME,  
GOES TO BENCH NEAR HIM, AND WORKS  
ON IT.)

KARA:

Hi, Dan...Where's your  
costume?

DAN:

I don't have one yet.

KARA:

Mine's a witch. It's kind  
of pretend-scary, I  
guess..I think truly  
scary things don't come  
in costumes. Like  
thunder...

*things that are scary for real  
don't come in costumes*

DAN:

Thunder isn't scary.

KARA:

I know thunder isn't  
anything to be afraid  
of. But that doesn't mean  
it isn't scary.

DAN:

It doesn't bother me...

(HE STARTS TO TAPE UP A CARDBOARD  
BAT; SHE POINTS TO IT.)

KARA:

We once had a real bat in  
our house. The way they  
flap around and make that  
noise?

(SHE MAKES HIGH-PITCHED "E-E-E-E-E"  
SOUND)

SCENE 3 (CONTD)

KARA: (CONTD)

I was really scared..

(OFF HIS SHRUG)

Don't you think ANYTHING  
is really scary?

DAN:

No.

(HE PUTS THE BAT DOWN AND MOVES  
AWAY FROM HER TO THE PICTURE  
MACHINE, SHE FOLLOWS.)

DAN: (CONTD)

I wonder what's in this?

(HE PUTS NICKEL IN. STARTS TURNING,  
SHE STEPS UP AND BOTH LOOK--)



SCENE 4

(VT: GEORGE PAL, "CURTAIN UP")

SCENE 5  
(MAINSET)

(DAN AND KARA ARE STILL LOOKING AT  
MACHINE)

(ANGLE ON: TICKET BOOTH)

(SPFX: MR. C DESCENDS ON THE BACK  
OF A RUBBER SPIDER.)

(HE IS DRESSED AS PAUL REVERE. HE  
SEES--POV MR, C- KARA AND DAN STILL  
LOOKING IN MACHINE, RESUME: MR. C -  
AND THINKS HE KNOWS THEM.)

MR. C:

Tanya Lasagna and Matt  
the Hat.

(THE KIDS TURN AND LOOK AND  
REACT--THEY'RE NOT STUNNED -THEY  
KNOW WHO HE IS- BUT THEY ARE  
SURPRISED AND HAPPY TO SEE HIM AT  
LAST.)

KARA:

I know who you are.

DAN:

So do I. You're Mr.  
Conductor.

(MR. C IS SHOCKED AND FEARFUL.)

MR. C:

No! You're imagining me!  
I don't really exist!

(HE SHUTS HIS EYES AND STARTS TO  
DISAPPEAR, BUT--)

KARA:

Wait!

(THE KIDS APPROACH HIM.)

SCENE 5 (CONTD)

KARA: (CONTD)

Harry is my grandfather,  
And Tanya is my cousin.  
She told me all about  
you. I'm Kara Cupper.

MR. C:

I miss Harry.

*over since he went*

DAN:

*to*

*sounds like he died  
add line about where he is*

I'm Dan Jones. Stacy is  
my aunt.

MR. C:

That would make Matt your  
cousin. This suits my  
Paul Revere costume, I  
must say..

(CALLS OUT)

"The cousins are coming!  
The cousins are coming!

DAN:

Are you going trick of  
treating around here?

MR. C:

Here, there, and  
everywhere, Dan. All over  
the country.

KARA:

So they have Halloween on  
the Isle of..what is it  
called?

MR. C:

The Isle of Sodor. Not  
exactly. But they do have  
ghosts. Of a sort. Permit  
me to explain.

(HE BLOWS WHISTLE)

(SPFX: THOMAS INTRO FX)

SCENE 6

(VT: TTE, "THE GHOST TRAIN")



SCENE 7  
(MAINSET)

(MR. C MOUNTS HIS SPIDER AND PULLS  
ON THE STRING.)

MR. C:

And now, speaking of  
ghosts, I've got to fly.  
It's nightttime in Boston,  
I'm due by and by...

(SPFX: MR.C WAVES THEN PULLS  
THE STRING, AND VANISHES)

DAN:

Thomas was silly to be  
afraid. There's no such  
things as ghosts.

KARA:

Boy, nothing scares you,  
does it?

(ANGLE ON: DESK)

(STACY EMERGES FROM PLATFORM AND  
GOES TO DESK, STARTS PAPERWORK)

(RESUME: KIDS, KARA SEES THIS AND  
WHISPERS TO DAN)

KARA: (CONTD)

Think you <sup>A</sup>con scare  
Stacy? Go on, I dare you.

(DAN THINKS FOR A SECOND, TAKES THE  
CARDBOARD BAT, RUNS OUT TOWARD THE  
PLATFORM--THEN PEEKS INSIDE, SEES  
STACY IS NOT LOOKING, AND CREEPS  
AROUND THE PERIPHERY OF THE STATION  
UNTIL HE'S ON THE SIDE OF WHERE HER  
DESK IS. HE STARTS WAVING THE BAT,  
MAKING IT FLAP, AND MAKES THE NOISE  
KARA DID.)

DAN:

" E-e-e-e...e-e-e-e..."

(STACY SEES THE BAT, JUMPS IN  
FRIGHT, THEN COLLECTS HERSELF.)

SCENE 7 (CONTD)

STACY:

Okay, whoever you are.  
You got me.

(DAN PEEKS HIS HEAD AROUND THE  
CORNER AND SMILES AT HER. THEN HE  
WALKS TRIUMPHANTLY OVER TO KARA,  
HOLDS OUT HIS PALM, AND SHE  
WORDLESSLY GIVES HIM FIVE.)

(ANGLE ON: ENTRANCE FROM PLATFORM -  
MIDGE SMOOT AND SCHEMER, EACH ENTER  
BRISKLY FROM OPPOSITE SIDES.

SCHEMER:

Ah, Midge Smoot--

MIDGE:

Save it, Schemer. I'm  
here to talk to Stacy.

(HE TAKES HER BY THE ARM AND USHERS  
HER OVER TO PUMPKINS.)

SCHEMER: (CONTD)

Midge, it's pumpkin time,  
and I want you to think  
of Schemer for all your  
pumpkin needs.

MIDGE:

I don't have pumpkin  
needs. Schemer. Excuse  
me.

(SHE HUSTLES OVER TO STACY AT DESK)

MIDGE: (CONTD)

Stacy, dear, have you  
heard?

STACY:

Heard what, Midge.

P. 21.1.2.2  
missing

SCENE 7 (CONTD)

(AS HE DOES SO HE PASSES STACY COMING IN  
AND GOING TO HER DESK, FOLLOWED BY  
MIDGE. SCHEMER PAUSES TO LET MIDGE  
PASS.)

SCHEMER:

Excuse me. I'm taking my  
pumpkins out for some  
air.

(BILLY SHAKES HIS HEAD AND HEADS  
BACK TO HIS WORKSHOP.)

(ANGLE ON: TICKET BOOTH)

(SPFX: MR. CONDUCTOR APPEARS)

(AS BILLY REACHES THE BOOTH. MR. C  
IS DRESSED AS A SKELETON - BUT IS  
WEARING HIS CAP.)

MR. C:

(SPOOKILY)

B-i-i-i-l-l-l-y-y-y...!  
B-i-i....

BILLY:

Nice outfit, Mr. Coyote.

MR. C:

You're a hard man to  
scare. But I'll get you  
next time.

(SPFX: MR.C POPS OUT.)

(BILLY SMILES, SEES DAN AND KARA  
WATCHING HIM)

DAN:

Why did you call him, Mr.  
Coyote?

SCENE 7 (CONTD)

BILLY:

That's our little joke.  
He's a trickster, like  
the coyote from Native  
American stories. Very  
mischievous. He'll be  
back.

(HE CROSSES TO WORKSHOP AND GOES  
IN, EN ROUTE HE PASSES MIDGE, WHO  
IS HOLDING HER HAT AND FROWNING AT  
IT.)

MIDGE:

Something's missing..

(ANGLE ON: SCHEMER)

(HE HAS JUST RETURNED, AND SPOTS  
SOMETHING AMONG THE PUMPKINS.

SCHEMER:

Hey! My lucky day.

(ANGLE ON: AREA)

(DAN AND KARA WATCH, CRINGING, AS  
SCHEMER REACHES DOWN AND PICKS UP  
THE BANANA, LOOKS BOTH WAYS, THEN  
MAKES A GRAND GESTURE AS THOUGH TO  
PEEL IT, WHEN--)

MIDGE: (OS)

Eeek! Stop!

(MIDGE HURRIES OVER AND GRABS  
BANANA)

MIDGE:

You don't eat that,  
Schemer. It's mine!

SCHEMER:

(GRABS IT BACK)

Finder's keepers, Midge.

MIDGE:



SCENE 7 (CONTD)

(GRABS IT BACK)

No, I mean, from my hat.  
How dare you steal my  
banana!

SCHEMER:

I just found it here. If  
you're looking suspects,  
start..

(HE SPOTS THE KIDS, POINTS)

..with them!

(ANGLE ON: AREA)

(STACY JOINS THEM)

STACY:

Schemer, shame on you!  
Blaming these kids. Pick  
on somebody your own  
size.

SCHEMER:

I'm being railroaded  
here.

(BEAT; CHUCKLES)

Schemer, you wit. Get it?  
Railroaded?

(HE STOPS, SEES STACY AND MIDGE  
GLARING AT HIM, AND SHUTS UP. PICKS  
UP A BOX OF PUMPKINS.)

SCHEMER: (CONTD)

Skip it.

(HE LEAVES TO PLATFORM)

SCENE 8  
(ARCADE)

(DAN AND KARA WANDER OVER.)

KARA:

You should have said  
something!

DAN:

I know, but...Just never  
mind.

(SHE HEADS OFF TO PLATFORM)

(SPFX: MR. CONDUCTOR APPEARS ON  
PICTURE MACHINE)

MR. C:

Dan? Is something wrong?

DAN:

No...

MR. C:

Splendid. Then you have  
no need to look at this..

(MR. C HEFTS A COIN AND SHOVES IT  
IN THE SLOT. DAN HESITATES. THEN  
STEPS UP.)

SCENE 9

(VT: MUSIC VIDEO)

SCENE 10  
(ARCADE)

DAN:

But Mr. Conductor, won't  
people not like me if  
they know I'm afraid.

MR. C:

Oh no. Everyone's afraid  
of something, I was  
afraid of you and Kara  
until I got to know you.

DAN:

There's no reason for  
anyone to be afraid of  
me.

MR. C:

And yet I was. How silly  
of me. Well, ta, all--

(SPFX:MR. C POPS OUT)



SCENE 11  
(MAINSET)

(NIGHT TIME, THREE KIDS IN COSTUMES  
HAVE APPEARED AT THE PLATFORM  
ENTRANCE. STACY IS SEEN DROPPING  
CANDIES INTO THEIR OUTSTRETCHED  
AS THEY LEAVE, MATT, TANYA, AND  
VICKIE APPEAR, ALSO IN COSTUME.)

MATT:

Trick <sup>r</sup>of treat, Aunt  
Stacy!

STACY:

What ~~and~~ interesting  
costume. You look just  
like my nephew Matt.

(VICKIE STARTS LOOKING ANXIOUSLY  
AROUND THE STATION.)

STACY:

(SOTTO)

Where is he? Is he still  
here?

TANYA:

Where is who?

VICKIE:

And you didn't tell me!?

(VICKIE HEADS TO PLATFORM.)

VICKIE:

That's okay. I have to go  
anyway. But I'll be back!

(SHE LEAVES AS OTHERS WAVE, AD LIB  
"BYE, VICKIE" ETC. SHE LEAVES TO  
PLATFORM JUST AS DAN ENTERS FROM  
THE OTHER DIRECTION.)

MATT:

Hey, Dan, where's your  
costume?

SCENE 11 (CONTD)

DAN:

I don't have one yet.

MATT:

Aren't you afraid you'll  
miss trick or treat?

KARA:

Dan's not afraid of  
anything. He told me.  
Right?

(DAN NODS, BUT NOT WITH MUCH  
CONVICTION.)

MATT:

Really?

TANYA:

Everybody's afraid of  
something.

KARA:

I have an idea. I dare  
you...

(SHE LOOKS AROUND, AND FIXES  
ON--KARA'S POV - THE DOOR TO  
BILLY'S WORKSHOP)

(RESUME - KARA SMILES).

KARA: (CONTD)

I dare you to go into  
Billy's workshop and take  
the key off the wall and  
open his desk. If you can  
do that without being  
afraid, then I'll believe  
you.

(DAN IS FEARFUL, BUT SEES..)

(DAN'S POV- ALL THE KIDS LOOKING AT  
HIM.)

SCENE 11 (CONTD)

(RESUME: DAN NODS GRIMLY AND HEADS  
FOR THE WORKSHOP. THE KIDS LOOK AT  
EACH OTHER, SUDDENLY ANXIOUS.)

SCENE 12  
(WORKSHOP)

(DAN SLOWLY OPENS THE DOOR,  
TERRIFIED OF THE DARK. HE ENTERS,  
GROPING DESPERATELY FOR A LIGHT  
SWITCH AS--)

(ANGLE ON: KIDS, THEY WATCH,  
FASCINATED. SUDDENLY BILLY ENTERS  
FROM PLATFORM.)

BILLY:

Well well--

(THE KIDS ALL SCREAM, AND RUN OUT  
THE OTHER SIDE TOWARD PLATFORM.  
BILLY REACTS, SHRUGS, HEADS FOR  
WORKSHOP)

(IN WORKSHOP: DAN HOLDS KEY ON  
HOOK, TAKES IT OFF AND GOES TO  
DRAWER...AND THEN STOPS, CHANGES  
HIS MIND, AND REPLACES KEY. HE HAS  
HIS HAND STILL ON THE KEY WHEN HE  
HEARS THE DOOR OPEN. HE FREEZES,  
HAND STILL ON KEY.)

(BILLY ENTERS, REACTS)

BILLY:

Are you looking for  
something?

DAN:

Um--

(BILLY CROSSES TO HIM AND INDICATES  
HIS HAND ON THE KEY.)

BILLY:

Is that what you want?  
Here..

(BILLY TAKES KEY, OPENS DRAWER.)

BILLY: (CONTD)

Take a look.

SCENE 12 (CONTD)

DAN:

Oh no, Billy. I mean, the only reason I came in here was the other kids. I mean, they dared me to come in, so I had to.

(HE STARES AT THE FLUTE)

BILLY:

Dared? You can run into some bad trouble taking up people's dares. The secret of dares is, you don't have to do 'em.

DAN:

I was afraid of the dark.

BILLY:

So am I. That's why we have lights.

? That's why the sun rises every day To chase away the darkness

(TAKES OUT FLUTE)

It's a flute.

(BLOWS A NOTE)

Very special, though. I got it from my father, who got it from his father, on back three, four generations. A man plays this to court the woman he wants to be his wife. Makes up his own special tune..then, when they have babies, the tune becomes the babies' special lullaby.

(DAN TAKES THE FLUTE, HESITATES, AND BLOWS A NOTE. THEY BOTH LAUGH)

BILLY:

But something's wrong here.



SCENE 12 (CONTD)

DAN:

What?

BILLY:

You don't have a costume.

(LOOKS AT FLUTE)

Let's do something about  
that, okay?

(DAN NODS..)

SCENE 13  
(MAINSET)

(NIGHTTIME. SCHEMER ENTERS. THE  
STATION IS EMPTY, BUT A LIGHT IS ON  
IN THE WORKSHOP. HE GOES TO THE  
REMAINING PUMPKINS)

SCHEMER:

The pumpkin business, I  
tell you, it'll break  
your heart.

(HE GOES TO JUKE BOX)

I need music. To soothe  
my entrepreneurial soul.

(HE PUTS A COIN IN THE JUKE BOX)

SCENE 14

(INT: JUKE BOX)

(THE PUPPETS ARE IN COSTUMES, EACH  
WITH A BAG OF CANDY)

TITO:

--and three Caramel Wing  
Nuts.

TEX:

I hear ya, Rex.

DIDI:

I got three Look Out,  
Stupid bars, one coconut  
Buzz Saw and one apple.

*jaw breaker*

TITO:

Did you say and apple,  
baby?

ALL AT ONCE:

Ewwwwwww!!!



*elmer  
gratuitous*

SCENE 15  
(MAINSET)

(SCHEMER FROWNS AT JUKE BOX.)

SCHEMER:

Hey, let's go! I,  
Schemer, desire some  
music!

(HE WAITS, HEARS NOTHING, THEN  
LEANS OVER TO PEER INTO IT, AND  
BANGS ON THE BOX. THE BANG  
DISLODGES A JACK-O-LANTERN FROM THE  
TOP OF IT, WHICH FALLS ONTO HIS  
HEAD.)

SCHEMER: (CONTD)

Hey!

(HE REELS AROUND, AND HIS FOOT  
LANDS IN ANOTHER PUMPKIN. HE  
STAGGERS OUT TOWARD PLATFORM, STILL  
WEARING BOTH PUMPKINS.)

SCENE 16

(INT: JUKE BOX)

(THE PUPPETS PICK UP THEIR  
INSTRUMENTS.)

DIDI:

Okay, let's play.

TITO:

Midnight Special, people.  
Let's mean it. A-one,  
two--

(PUPPET SONG: MIDNIGHT SPECIAL)

SCENE 17  
(MAINSET)

(ANGLE ON: STATION, MATT, TANYA,  
AND KARA RETURN IN COSTUME WITH  
TRICK OR TREAT BAGS.)

KARA:

Wow! We got some great  
stuff!

TANYA:

Just don't eat it all at  
once.

(ANGLE ON: WORKSHOP, DAN COMES OUT  
IN COSTUME --NB: IF POSSIBLE,  
INSPIRED BY FLUTE--EG, EAGLE?--. HE  
MAKES A SCARY NOISE AND THE THREE  
OTHERS STARE, TERRIFIED. THEN--)

KARA:

Run-!!!

(THEY ALL START FOR PLATFORM.)

DAN:

Hey, wait! It's me!

(THEY STOP, SLOWLY RETURN. TANYA  
GIVES KARA A LOOK.)

TANYA:

"Run," huh?

KARA:

Well you were scared,  
too.

(TO DAN)

Great costume, Dan. Feel  
like doing one more dare?

DAN:

Well...

(THINKS, STOPS)



SCENE 17 (CONTD)

DAN: (CONTD)

Nope. I don't think so. I  
found out the secret of  
dares.

*repeat?*

(ANGLE ON: SWITCH HOUSE)

(SPFX: MR. C APPEARS IN COWBOY  
OUTFIT.)

MR. C:

Oh dear, I'm late getting  
to Dallas. But all this  
talk of dares and being  
afraid has reminded me of  
a story I must tell you.  
About the time Percy was  
afraid.

DAN:

Of what, Mr. Conductor?

MR. C:

What else? A dragon!

(HE BLOWS WHISTLE)

(SPFX: THOMAS INTRO FX)

SCENE 18

(VT: TTE, THOMAS, PERCY, AND THE  
DRAGON)

SCENE 19  
(MAINSET)

DAN:

You mean even trains get  
afraid?

MR. C:

All creatures do. Anyone  
who doesn't get afraid  
must spend his whole life  
asleep!

(ANGLE ON: PLATFORM)

(VICKIE ENTERS IN COSTUME WITH BAG)

VICKIE:

Hey, guys, how did you do?

MR. C:

Time for me go! I don't  
want to make it too easy  
for her...

(SPFX: HE DISAPPEARS)

(VICKIE JOINS THE KIDS)

VICKIE:

I got some great stuff--

(ALL STOP AS THEY HEAR A MUFFLED  
YELLING AND THUMPING WALK. ALL TURN  
TO LOOK AT PLATFORM AS SCHEMER  
STAGGERS ON, THE PUMPKINS STILL ON  
HIS HEAD AND FOOT. THE KIDS ALL  
SCREAM AND RUN OUT THE OTHER  
DIRECTION TO THE PLATFORM. SCHEMER  
REELS, FINDS HIMSELF, AND FINALLY  
YANKS THE PUMPKIN OFF HIS HEAD. HE  
SETS IT ON THE FLOOR.)

SCHEMER:

I don't need this.  
besides, I'm too  
dignified for Halloween,  
I don't believe in being  
quote, scared, unquote,

SCENE 19 (CONTD)

(HE GLANCES DOWN AT PUMPKIN AND  
SEES IT IS AGLOW WITH LIGHT.  
SCHEMER LOOKS TERRIFIED, SCREAMS,  
AND RUNS OUT TO PLATFORM.

(FROM BEHIND THE PUMPKIN - MR. C  
EMERGES, LAUGHING. HE WATCHES IN  
THE DIRECTION WHERE SCHEMER HAS  
LEFT, THEN TURNS TO CAM AND BOWS,  
TIPS HIS HAT AND...)

(SPFX: MR.C DISAPPEARS)

CREDITS